

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	6	("5784698" "5802598" "6088777"). PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 10:52
S2	1	10/713943	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:10
S3	2032	(free or available) near3 (memory or storage or block) near2 (list or bitmap)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:11
S4	416	allocat\$5 with S3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:12
S5	603835	(variable or different or plural or many) near2 (size or width or portion or class)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:13
S6	2	S4 with S5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:14
S7	19	S4 same S5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:21
S8	3472	711/170	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:21

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S9	758	S5 and S8	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:21
S10	106	S9 and S3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:52
S11	8450	(divid\$3 or split\$4) with ((equal\$3 or "same") near2 size)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:23
S12	11	S10 and S11	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:24
S13	8	(translat\$4 near3 address) with S3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 12:01
S14	22	(translat\$4 near3 address) same S3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/20 15:55
S15	121	free list pointer	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/21 11:43
S16	77	(free adj2 list) with head with tail with pointer	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/21 13:29



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S17	65	allocat\$4 and S16	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/21 13:40
S18	2	"6126328".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/21 13:40
S19	3	translat\$5 with (free list) with allocated	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 10:52
S20	31	translat\$5 same (free list) same allocated	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 10:52
S21	0	(free list) with ((one-to-one) or (one adj2 one)) with map\$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 12:02
S22	3	(free list) same ((one-to-one) or (one adj2 one)) same map\$4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 12:07
S23	543	hardware same memory same allocat\$5 same pointer	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 12:08
S24	14	S23 same (free list)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 12:12



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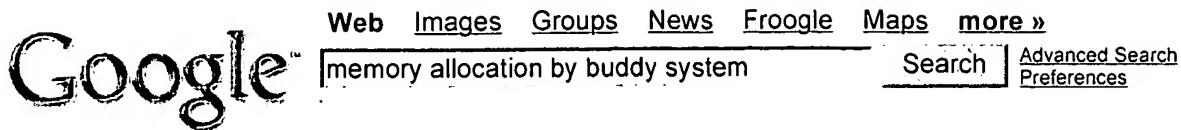
S25	30094	"711"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 12:12
S26	122	S23 and S25	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 12:54
S27	29727	memory near2 allocat\$6	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 13:22
S28	640669	(variable or different or plural or many) near3 (size or class or length)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 13:24
S29	204257	pointer	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 13:24
S30	1974	free list	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 13:24
S31	477	S27 and S28 and S29 and S30	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 13:25
S32	430	S31 and (divid\$3 or split\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 13:25



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S33	128	S32 and S25	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2006/06/24 13:25
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**Web**Results 1 - 10 of about **247,000** for **memory allocation by buddy system**. (0.28 seconds)**Buddy memory allocation - Wikipedia, the free encyclopedia**

Typically the **buddy memory allocation system** is implemented with the use of a binary tree to represent used or unused split **memory blocks**. ...

en.wikipedia.org/wiki/Buddy_memory_allocation - 19k - [Cached](#) - [Similar pages](#)

The Memory Management Reference: Beginner's Guide: Allocation

Memory allocation is the process of assigning blocks of **memory** on request. ... In a **buddy system**, the allocator will only allocate blocks of certain sizes, ...

www.memorymanagement.org/articles/alloc.html - 11k - [Cached](#) - [Similar pages](#)

The Memory Management Glossary: B

Glossary of terms related to **memory** management. ... The most common **buddy system allocation** mechanism, in which all block sizes are a power of two. ...

www.memorymanagement.org/glossary/b.html - 26k - [Cached](#) - [Similar pages](#)

buddy system

buddy system. (algorithm). Definition: A **memory allocation** strategy which recursively divides allocatable blocks of **memory** into pairs of adjacent ...

www.nist.gov/dads/HTML/buddysystem.html - 3k - [Cached](#) - [Similar pages](#)

Memory Allocation and Virtual Memory

The simplest **memory allocation** is to have several fixed **memory** partitions and ... The **Buddy System** is designed to make merges fast when blocks are returned. ...

www.isi.edu/~faber/cs402/notes/lecture11.html - 11k - [Cached](#) - [Similar pages](#)

Buddy systems

7 Lewis, TG, Smith, BJ, and Smith, MZ Dynamic **memory allocation systems** for ... 9

Norman, TA Tailored **buddy systems** for dynamic storage allocation. Proc. ...

portal.acm.org/ citation.cfm?coll=GUIDE&dl=GUIDE&id=359626 - [Similar pages](#)

Buddy Memory Allocator

In a **buddy system**, the entire **memory** space available for **allocation** is initially treated as a single block whose size is a power of 2. ...

online-judge.uva.es/p/v8/827.html - 7k - [Cached](#) - [Similar pages](#)

Citations: A Watermark-based Lazy Buddy System for Kernel Memory ...

T. Paul Lee and RE Barkley, A Watermark-based Lazy **Buddy System** for Kernel **Memory Allocation**. Proceedings of the Summer 1989 Usenix Conference, pp. 1-13.

citeseer.ist.psu.edu/context/843752/0 - 11k - [Cached](#) - [Similar pages](#)

Citations: Using the buddy system for concurrent memory allocation ...

A. Gottlieb and J. Wilson. Using the **buddy system** for concurrent **memory allocation**. Ultracomputer **System** Software Note 6, Courant Institute, 1981.

citeseer.ist.psu.edu/context/106352/0 - 13k - [Cached](#) - [Similar pages](#)

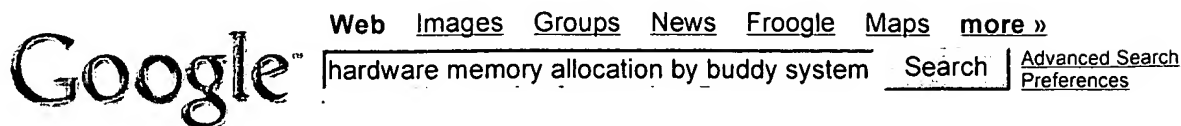
[[More results from citeseer.ist.psu.edu](#)]

2.7.4 Buddy Systems of Memory Allocation

The objective of this assignment is to compare the performance of the exponential and the Fibonacci **buddy systems** of **memory allocation**. ...

lcm.csa.iisc.ernet.in/dsa/node32.html - 6k - [Cached](#) - [Similar pages](#)

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Buddy memory allocation - Wikipedia, the free encyclopediaTypically the **buddy memory allocation system** is implemented with the use of a binary tree to represent used or unused split **memory blocks**. ...

en.wikipedia.org/wiki/Buddy_memory_allocation - 19k - Cached - Similar pages

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[PDF] A High-Performance Hardware-Efficient Memory Allocation Technique ...File Format: PDF/Adobe Acrobat - [View as HTML](#)A number of **memory allocation** algorithms have been implemented in **hardware**, but each one of these has some drawbacks. The **buddy system**, introduced ...

www.eas.asu.edu/~hasancam/publications/memory_alloc-1999.pdf - Similar pages

The Memory Management Glossary: BThe most common **buddy system allocation** mechanism, in which all block sizes are a ...Generally, any **hardware** exception caused by a **memory**(2) access (for ...

www.memorymanagement.org/glossary/b.html - 26k - Cached - Similar pages

A High-Performance Memory Allocator for Object-Oriented SystemsThis paper presents a simple **hardware** design for **buddy-system allocation** that takes ...15 EV Puttkamer, "A Simple **Hardware Buddy System Memory Allocator**," ...

portal.acm.org/citation.cfm?id=627144&

dl=GUIDE&coll=GUIDE&CFID=15151515&CFTOKEN=6184618 - Similar pages

Memory Allocation and Virtual MemoryThe **Buddy System** is designed to make merges fast when blocks are returned. ... problem of running a program that needs more **memory** than the **hardware** has. ...

www.isi.edu/~faber/cs402/notes/lecture11.html - 11k - Cached - Similar pages

[PDF] Memory Allocation and Virtual MemoryFile Format: PDF/Adobe Acrobat - [View as HTML](#)The simplest **memory allocation** is to have several fixed **memory** partitions ... The **Buddy System** is designed to make merges fast when blocks are returned. ...

www.isi.edu/~faber/cs402/notes/lecture11.pdf - Similar pages

The Common Man's Guide to Operating System Design: MemoryThe operating **system** does this with a **memory allocation** algorithm. ... This additional control is provided by virtual **memory hardware**. ...

cdsmith.twu.net/professional/osdesign/ch05.html - 10k - Cached - Similar pages

[PDF] Hardware Support for Real-Time Embedded Multiprocessor System-on-a ...

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look at on-chip dynamic **memory allocation** — we present a. **System-on-a-Chip**. Dynamic.

Memory ... EV Puttkamer, "A simple **hardware buddy system memory ...**

www.sigda.org/Archives/ProceedingArchives/

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linked list and pointers

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Linked List Basics

The more advanced article, [Linked List Problems](#), has 18 sample problems with ... need a **linked list**, they are an excellent way to learn **pointers** and **pointer** ...

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Stanford CS Ed Library

The Great Tree **List** Recursion Problem, One of the neatest **pointer**/recursion problems you will ever see. This is an advanced problem that uses **linked lists**, ...

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Tutorial: Linked List

Well now we have the smallest possible **linked list**, where head = tail. **Pointer** usage in **linked lists** make them a little hard to learn at first, ...

www.inversereality.org/tutorials/c++/linkedlists.html - 14k - [Cached](#) - [Similar pages](#)

Linked Lists

With a **linked list**, you simply rearrange those **pointers** that are affected by the change.

Linked lists also allow you to have different-sized nodes in the ...

www.inquiry.com/techtips/cpp_pro/10min/10min0599.asp - 37k - [Cached](#) - [Similar pages](#)

[PPT] Pointers & Linked Lists

File Format: Microsoft Powerpoint - [View as HTML](#)

doubly-linked list => bidirectional movement!! Each node has two **pointers** — one to its successor (null if there is none) and one to its predecessor (null if ...

www.sethi.org/classes/cet375/daily_lecture_notes/chapter_09-more_linked_lists.ppt -

[Similar pages](#)

Cprogramming.com Tutorial: Linked Lists

This is how the program will traverse the **linked list**. The conductor will be a **pointer** to node, and it will first point to root, and then, if the root's ...

www.cprogramming.com/tutorial/lesson15.html - 19k - [Cached](#) - [Similar pages](#)

Linked List Tutorial

Note that the type of the next field is `dbase_rec *`, or **pointer** to `dbase_rec`. The type of the link field in a **linked list** must be a **pointer** to whatever type ...

stdas.stsci.edu/bps/linked_list.html - 14k - [Cached](#) - [Similar pages](#)

Dynamic Linked List Tree - The Code Project - C++ / MFC

How to write code that supports Tree **Linked List**? The answer is Array of **pointers** to childes and **pointer** to parent, and here is the code which explain what ...

www.codeproject.com/useritems/DT_LinkedList.asp - 45k - [Cached](#) - [Similar pages](#)

Linked list - Wikipedia, the free encyclopedia

A **linked list** is a self-referential datatype because it contains a **pointer** or link to another data of the same type. **Linked lists** permit insertion and ...

en.wikipedia.org/wiki/Linked_list - 77k - [Cached](#) - [Similar pages](#)

The Linked List Dynamic Pointers Example

The **Linked List** Dynamic **Pointers** Example. ... Next: Linking with **pointers** Up: Dynamic

<http://www.google.com/search?hl=en&lr=&rls=GGLD%2CGGLD%3A2004-30%2CGGLD%3A...> 7/13/2006